NES-4P-USA

PIPE DREAM™
INSTRUCTION MANUAL

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for Play on the
Nintendo
ENTERTAINMENT SYSTEM®

Ⓣ

PIPE DREAM™
INSTRUCTION MANUAL

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Introduction

Can you think under pressure? How about under *flooz* pressure? You'll find out when you play *Pipe Dream*, the fast-flowing game of speed, strategy and plumbing. Make your pipeline as long as you can, but always stay ahead of the flow or your score will go down the drain.

Pipe Dream has 16 increasingly cunning levels, with up to 16 speeds per level and almost infinite variations in each. There are three playing modes for one or two players. What are you waiting for? *Take the plunge!*

Getting Started

To start *Pipe Dream* on your Nintendo Entertainment System®, turn off your control deck and insert the cartridge as described in your owner's manual. Turn your game system on and press any button until you reach the Menu Selection Screen. Use the directional keypad to select the options that you want, then press START when you are ready to play.

How to Play *Pipe Dream*

Pipe Dream starts on an almost empty playfield, with only a starting piece. The object is to score as many points as possible by constructing a continuous pipe from the starting piece.

As you play, pipe pieces appear in a dispenser to the left of the playfield. The next piece to be played appears on the bottom of the dispenser and over the playfield. You must play the pipes in the order that they come. You can place a pipe anywhere you like, whether or not it connects with other pipe sections. In fact, you'll learn to place pieces in a pattern that anticipates connections many moves in advance.

How to Play *Pipe Dream* (Continued)

The timer on the right side of the playfield shows the time left until the *flooz* starts flowing from the start piece through the pipeline you've made. Lay down as many pieces as possible before the *flooz* starts. Once it starts flowing, keep placing pipe pieces and adding to the pipeline before the *flooz* catches up to the end of the pipe. When it reaches the end of the pipe, the round is over. When the *flooz* nears the end of the pipeline, the "Danger!" music will play. It will stop playing as you add more pipe.

How to Play *Pipe Dream* (Continued)

You can "blast" a previously played piece by placing a new piece on top of it. The old piece will explode and the new piece will be put in its place. There is a short time delay for replacing pieces; it also costs you 50 points for each piece replaced. Once a pipe piece fills with *flooz*, you can no longer replace it. Special pipe pieces (like the starting piece) may not be "blasted."

You may pause the game by pushing START after the round has begun. Press START again to resume play.

Once you have placed all the pieces you can, you may press the SELECT key and the *flooz* will speed up and end the round quickly. You will score double points for each pipe piece the *flooz* flows through while in FAST mode.

Advancing to the Next Round/Level

There are 16 levels in the basic game, each with four rounds. In order to advance to the next round, the *flooz* must flow through a minimum number of pipe pieces. The DISTance counter in the upper right of the screen shows the remaining number of pipe pieces to be filled to reach minimum distance. As the *flooz* enters a pipe piece, the counter drops by one. When the counter reaches zero, you are assured of advancing to the next round.

If you do not reach minimum distance, you will lose a WRENCH and will have to play the same round over again. You have a total of three WRENCHES. When they are gone, the game is over.

Advancing to the Next Round/Level (Continued)

At higher levels, many things change:

- The minimum distance increases.
- The *flooz* flows faster.
- **One-way pipe pieces** appear in your pipe dispenser. The *flooz* will only flow in one direction through these.
- **Reservoir pieces** appear. The *flooz* takes a little longer to fill these up, so they gain you some valuable time, as well as add to your score.
- **Pump pieces** show up. These speed up the *flooz* for a few pipe sections. These will also earn more points.
- **Tunnels** allow the *flooz* to flow off one side of the playfield and reappear on the other side.
- **End pieces** show up. If you connect the pipeline to this piece, your bonus points are doubled. Remember to reach minimum distance first, or else you will lose a WRENCH.

Scoring

You will receive points for the following when the *flooz* flows through the pipe sections:

TYPE	BASE SCORE
Normal Pipe	50
One-way Pipe	100
Reservoir	200
Pump	1000
Tunnel	800
End Piece	0
Blasted Piece	-50
Unused Piece	-100

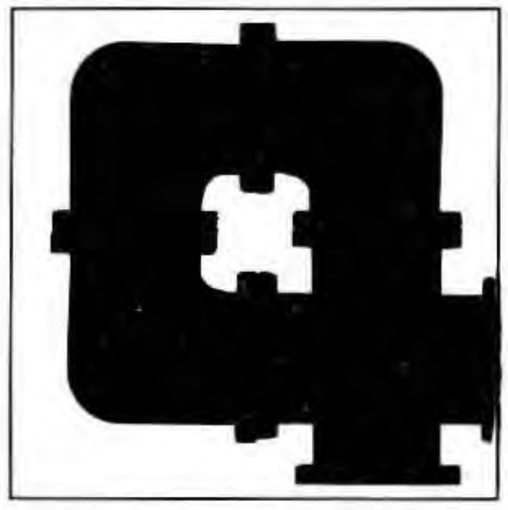
You will lose 50 points for each pipe piece you "blast."

At the end of each round, you will lose 100 points for each pipe piece on the playfield that the *flooz* did not pass through.

Scoring (Continued)

Whenever the *flooz* crosses over itself (loops), a bonus is awarded. The first loop is worth 100 points multiplied by the level you are on, the second and later loops are worth the first loop value plus 100 multiplied by the number of special pieces on the playfield (Start Piece, End Piece, Reservoir and Pump).

Example 1: There is one special piece on level one: the Start Piece. The first loop on level one is worth 100 points, the second and subsequent loops are worth an additional 100 + 100 x 1 = 200 points.



Example 1

Level two has two special pieces; the Start Piece and a Reservoir. The first loop on level two is worth 200 points. The second and subsequent loops are worth 400 points (200 points for first loop plus 100 multiplied by 2 pieces = 400 points).

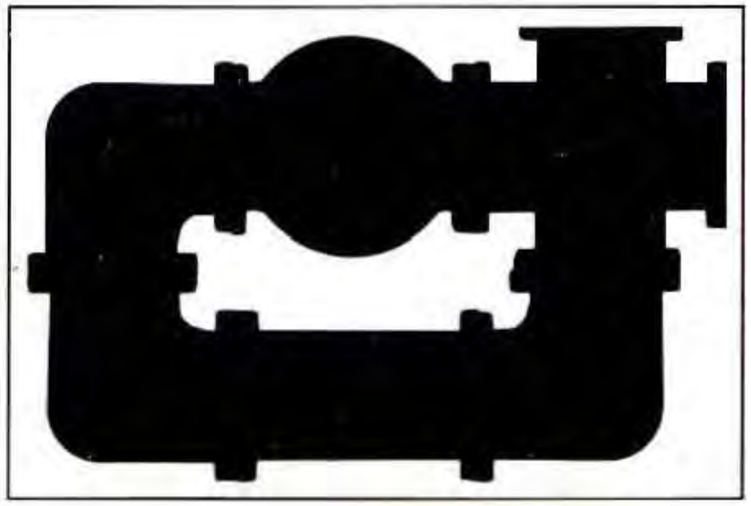
Scoring (Continued)

If a special piece is used in a loop, then the loop bonus is increased by the Loop Bonus Multiplier (see below). Loop Bonus Multipliers are additive. If you are able to include several special pieces in a loop, their multipliers are added together.

TYPE	LOOP BONUS MULTIPLIER
Normal Pipe	no effect
One-way Pipe	no effect
Reservoir	x2
Pump	x4
Tunnel	x8
End Piece	x2 bonus total
Blasted Piece	no effect
Unused Piece	no effect

Scoring (Continued)

Example 2: If a Reservoir on level two is included in the first loop, the loop bonus is 200 x 2 = 400 points. If the Reservoir is in the second loop, the loop bonus is 400 x 2 = 800 points.



Example 2

You receive double points for all pipe pieces and bonuses while the *flooz* is in FAST mode, either after passing through a Pump, or after you push SELECT.

Scoring (Continued)

At the end of each round, if you fill the entire playfield with a continuous pipeline, you are awarded a bonus of 10,000 points multiplied by the level you just played.

In two-player mode, the player that lays the piece gets the basic points for it when the *flooz* passes through it. The players split any points for crossovers. The player who lays the piece that directs the *flooz* into a special piece gets the points for the special piece. The player who placed an unused piece receives the penalty. Also, the player who "blasts" a piece loses points no matter whose piece is replaced. Both players receive the fill screen bonus.

Playing Modes

There are three modes of play, each of which can be played by one or two players:

A Game: Standard Play

You may select your starting level. You will then play four rounds per level. Each round is faster than the last. If you complete four rounds, you will proceed to the next level. We recommend this mode for beginners and for practice. It gives you four chances to master a level before proceeding to the next. This is also the best mode to score lots of points. If you progress beyond level 16/round 4, you will find yet more challenges.

Playing Modes (Continued)

B Game: Tournament Play

You may select your starting speed (round). You play one round per level, then progress to the same round on the next level. This is a good mode to see how many levels you can complete.

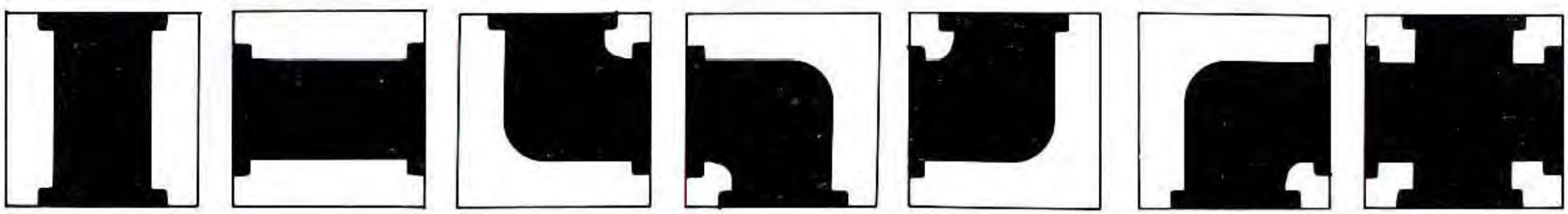
C Game: One Shot Play

You may select your starting level and speed. You play that round only. This mode is good for competitive play, when you have a limited amount of time. Each player tries to make the best score for that level/round.

Plumbing Parts

You'll encounter a variety of pipes and specialty pieces as you progress through the levels of *Pipe Dream*. Here's a preview:

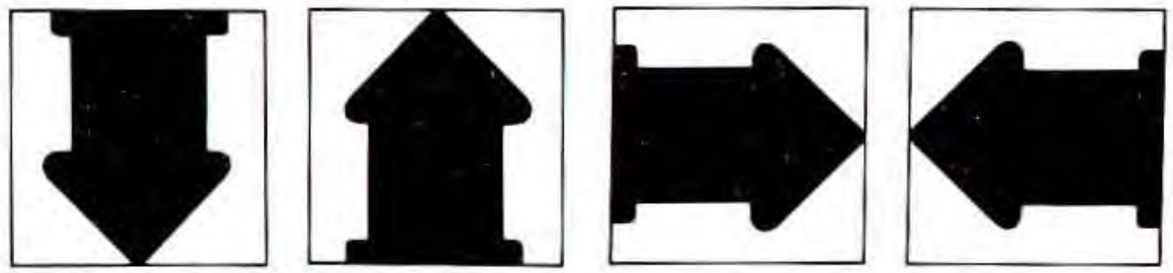
Basic Pipes: The seven basic pieces conduct the *flooz* straight, around corners, and back across itself in a cross. Remember, the *flooz* always flows straight through cross pieces.



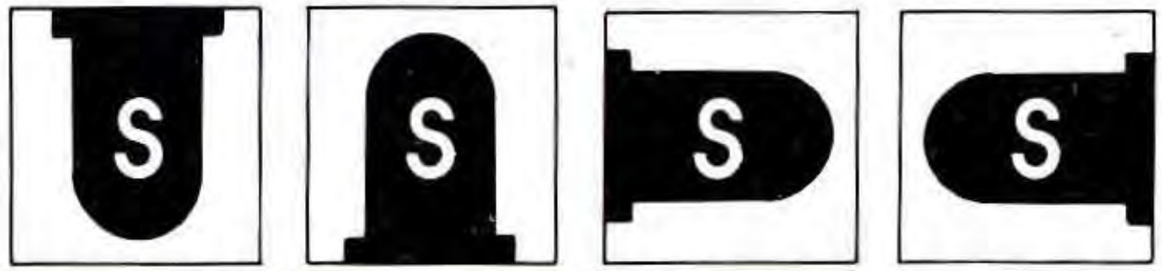
Player-Two Pipes: These appear in the bottom dispenser. They are just like Player-One Pipes, except that they are controlled by Player Two.

Plumbing Parts (Continued)

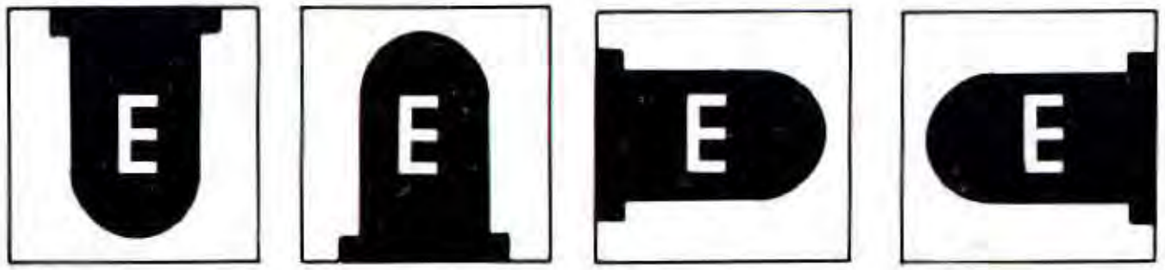
One -Way Pipes: The *flooz* can only flow in the direction of the arrow, so be careful how you use One-Way Pipes.



Start Pieces: Soon after the round begins, the *flooz* oozes out of the Start Piece, identified by an "S".

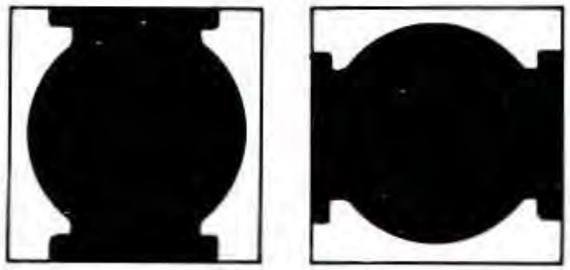


End Pieces: On higher levels, you'll find an End Piece, identified by an "E". If you connect the end of your pipeline to the End Piece, your bonus score will be doubled. Remember, you still need to reach minimum distance, or else you will lose a WRENCH.

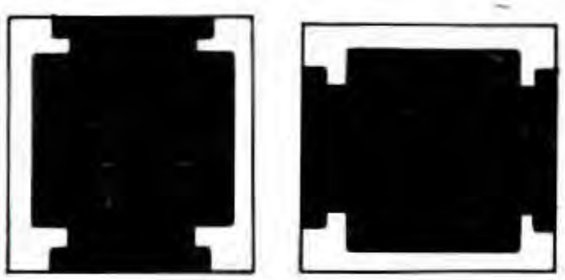


Plumbing Parts (Continued)

Reservoirs: Reservoirs are your friends, because they briefly slow down the *flooz*, buying you a little time. The *flooz* has to fill the entire Reservoir before it continues out the other side. Using a Reservoir earns you 200 points and including it in a loop doubles the loop bonus



Pumps: Pumps speed up the *flooz* briefly. They are tricky to use, so try to have lots of pipe laid on the other side to handle the coming surge. All points earned during the surge are doubled. Also, you earn 1000 points when the *flooz* flows through a Pump and your loop bonus is quadrupled (x4) if you use one in a loop.



Plumbing Parts (Continued)

Tunnels: Tunnels allow you to connect your pipes to the opposite side of the playfield. You earn 800 points when the *flooz* passes through a Tunnel, and your loop bonus is x8 if you include the Tunnel in a loop. (It's possible, you'll see.)

Playing Tips

• Watch the demonstration (by doing nothing after turning on the game) to get a feel for the game. This does not necessarily show a great opening move; it is simply an example of a round of play.

• Plan ahead. Learn how to visualize the completed pipeline and place pieces accordingly. If you don't need a piece right away, put it where you can use it later. Needlessly "blasting" pieces wastes points and, more importantly, time.

Playing Tips (Continued)

• If you want a big score, don't be too eager to advance to the next level. Earn as many points as you can on each level.

• Use cross pieces wisely. Each one can deliver bonus points. Make sure you place them where there's enough room to loop back through.

• Even if you're way ahead of the *flooz*, work fast. That way, you'll have time to figure out how to fill as much of the playfield as possible.

• Remember, as soon as you're satisfied with your pipeline, press SELECT to double your score from that point.

• It is possible to stop the *flooz* indefinitely. This will allow you to experiment with different playfield layouts and setting up full playfields. To enter CHEAT mode, hold down START after the round has begun and press A B B A. Then press START again to resume play. Press B to stop the counter or the *flooz* if it is already flowing. Press SELECT to start it flowing again. To exit CHEAT mode you must turn off your machine and restart.

Compliance with FCC Regulations

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, stock No. 004-000-00345-4.

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